










New Character States

-  Assassination
-  Aura of Flaming Death
-  Chaos Shield
-  Critical Strike
-  Death Blow
-  Elemental Transformation-Earth
-  Elemental Transformation-Fire
-  Evasion
-  Globe of Blades
-  Greater Death Blow
-  Greater Evasion
-  Greater Whirlwind Attack
-  Hardiness
-  Improved Alacrity
-  Improved Chaos Shield
-  Power Attack
-  Smite
-  Whirlwind Attack

FORGOTTEN REALMS

Baldur's Gate II

Throne of Bhaal™



Quick Reference Card

<http://www.replacementdocs.com>


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Keyboard Commands

Pause/Unpause Press [Space Bar] or  to pause play and issue commands to any of your characters. Press again to unpause and continue play.

Help Press [Tab] or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear through the Options screen.



or press [Z] to rest your party. You can also talk to an innkeeper and choose the Rent Room option .



Inventory or [I]



Character Record or [R]



Return to Game or [ESC]



Journal or [J]



Mage Spell Book or [W]



Priest Spells or [P]



Options or [O]



Toggle AI or [A]



Map or [M]

Hide/Retrieve Interface [H]

Right Interface [U]


Left Interface [Y]

Quick Save [Q]

Change View Area Left click anywhere on area map and a green box will go to that location.


Zoom in on Point Double left click on point.

Zoom in on Character Double left click on character's ring, or right click on character portrait.

World Map  Access World Map via Area Map. To scroll on World Map, left click and hold until [scroll_hand] appears and drag map to desired location.

Character Selection

Select Single Character Click left mouse button on character, on character portrait, or press keyboard key [1] - [6] for desired character.

Select Group Click and hold left mouse button and drag a box around desired characters, hold [Shift] key while left clicking desired character portraits, or click  to select all party members.

Remove from Group Press [Ctrl] and left click on desired character or character portrait, or press and hold [Ctrl], while clicking and holding left mouse button, and drag a box around the character.

Center on Character Double left click on character or on character portrait.

Movement and In-game Actions



Walk to location

Left click on ground to have selected character(s) walk there.



Setting Waypoints

Press and hold [Shift] while left clicking on different ground areas to create a series of waypoints that your selected character(s) will follow.



Rotate Formation/
Manipulate Environment

When you have more than one character selected, click and hold down the right mouse button and move cursor in circular motion until your party is in the facing, and formation, you desire. This cursor also indicates the parts of the environment that can be manipulated, such as machines and puzzles.



Group Formations

Left click on default quick formations, or right click and choose from a larger list.



Change Party Order

Left click and hold on the character's portrait, and when the cursor changes, drag the character portrait to the desired position in the marching order.



Dialogue

Left click on button, or press [T], and click on desired person/creature to initiate dialogue.



Quick Weapon
Attack

Left click on button, left click on creature to attack.



Select Ammo

Right click on button, left click on desired ammo.



Group Attack
Attack

Left click on button, left click on creature to attack.



Guard
Defend Area

Left click on button, left click, hold and drag circle around area for character to defend/guard.



Thieving



Pick Pockets

Left click cursor on victim.



Open Locks

Left click cursor on door or chest.



Remove Traps

Left click cursor on trapped door, chest or floor.


















Detect Traps and Secret Doors























Stealth/Hide in Shadows








Turn Undead

	Bard Song	Left click on button to play Bard Song.
	Cast Spell	Left click on button or press [S], left click on desired spell, left click on target.
	Quick Spell Configure	Right click on button, left click on spell.
	Quick Spell Cast	Left click on button, left click on target.
	Use Item	Left click on button, left click on desired item, left click on target.
	Quick Item Configure	Right click on button, left click on desired item.
	Use Item	Left click on button, left click on target.
	Special Abilities	Left click on button, left click on desired ability, left click on target.
	Group Stop/Stop Current Action	Left click on button to cancel previous orders.
	Memorize Wizard Spells	Left click on button to list known Wizard Spells.
	Memorize Priest Spells	Left click on button to list known Priest Spells.
	Descriptions	Right click on spell icon to see full description.
	Memorize	Left click on desired spell icon to fill an open spell slot. To replace a spell with a different one, simply left click on the spell slot to unmemorize and click on the desired spell to replace it. These spells will be memorized the next time the party rests.
	Copy From Scrolls	Right click on scroll, left click on "Write Magic" button.
	Erase From Spellbook	A mage with a low intelligence can only know a limited number of spells. If you have reached your maximum and wish to learn a new spell, simply right click on an unused spell in your spellbook and choose the Erase button to remove the spell from your list of known spells

List of Cursors










	Attack		Locked Chest/Door		Rotate Formation
	Blocked Location		Move		Select
	Cast Spell		Open Door		Take Stairs
	Change Marching Order		Open Locks		Talk
	Enter Door		Pick Pockets		Thieving
	Follow		Pick Up Item		Travel
	Information		Remove Trap		Use Item
					Manipulate Environment

New Mage Spells













	Nahal's Reckless Dweomer (Wild Mage)		Bigby's Clenched Fist
	Chaos Shield (Wild Mage)		Bigby's Crushing Hand
	Improved Chaos Shield (Wild Mage)		Wish

High Level Abilities













Wizard Pool (Mage, Sorcerer)

	Extra 6th Level Spell		Energy Blades		Summon Planetary
	Extra 7th Level Spell		Improved Alacrity		Summon Dark Planetary
	Extra 8th Level Spell		Dragon's Breath		Comet












Priest Pool (Cleric, Druid)

	Energy Blades		Summon Fallen Deva
	Storm of Vengeance		Implosion
	Elemental Summoning		Mass Raise Dead
	Greater Elemental Summoning - Druid Only		Aura of Flaming Death
	Globe of Blades		Elemental Transformation (Earth) - Druid Only
	Summon Deva		Elemental Transformation (Fire) - Druid Only

Rogue Pool (Thief, Bard)

	Set Spike Trap		Greater Evasion		Alchemy
	Set Exploding Trap		Use Any Item		Scribe Scrolls
	Set Time Trap		Assassination - Thief Only		Enhanced Bard Song - Bard Only
	Evasion		Avoid Death		Magic Flute - Bard Only

Warrior Pool (Fighter, Ranger, Paladin, Barbarian, Monk)

	Whirlwind Attack		Resist Magic		War Cry
	Greater Whirlwind Attack		Power Attack		Hardiness
	Deathblow		Smite		Tracking - Ranger Only
	Greater Deathblow		Critical Strike		

Character States

	Ability Score Drained		Dolorous Decay		Infravision		Polymorph Other		Slow
	Absolute Immunity		Domination		Intelligence Drained by Mind Flayer		Polymorph Self		Spell Deflected
	Bad Luck		Doom		Intoxicated		Projected Image		Spell Failure
	Barbarian Rage		Draw Upon Holy Might		Invulnerability		Protected from Electricity		Spell Immunity
	Bard Song		Energy Drained		Ironskin		Protected from Elements		Spell Sequencer
	Barkskin		Enfeeblement		Kai		Protected from Evil		Spell Shield
	Berserk		Enrage		Level Drained		Protected from Fire		Spell Trap
	Blade Barrier		Far Sight		Level Up		Protected from Magic		Spell Trigger
	Bleeding		Fatigued		Lower Resistance		Protected from Magic Weapons		Spell Turning
	Blessed		Feeblemind		Magic Armor		Protected from Missiles		Spirit Armor
	Blind		Fire Shield Blue		Magic Resistance		Protected from Normal Weapons		Stoneskin
	Boon of Lathander		Fire Shield Red		Mantle		Protected from Petrification		Storm Shield of Strength
	Called Shot		Free Action		Mazed		Protected from Poison		Strength of One
	Champions Strength		Friend		Melf's Acid Arrow		Protected from Undead		Stun
	Chant		Ghost Armor		Mental Combat		Protection from Acid		Tenser's Transformation
	Chaos		Glitter		Mephitis Dust		Protection from Cold		True Sight
	Chaotic Commands		Globe of Invulnerability		Mind Shield		Protection from Magic Energy		Unconscious
	Charm		Good Luck		Minor Globe of Invulnerability		Regenerating		Vocalize
	Cloak of Fear		Greater Malison		Miscast Magic		Repulse Undead		Weapon Immunity
	Confusion		Haste		Mislead		Resist Fear		Web
	Contingency Enabled		Held		Nauseated		Resist Fire/Cold		
	Cursed		Heroism		Negative Plane Protection		Righteous Magic		
	Deafness		Holy Power		Non-Detection		Rigid Thinking		
	Death Ward		Hopelessness		Offensive Spin		Set Trap		
	Defensive Harmony		Imprisoned		Otiluke's Resilient		Set Traps		
	Defensive Stance		Improved Haste		Panic		Shielded		
	Detect Traps		Improved Mantle		Physical Mirror		Shield of the Archons		
	Dire Charm		In Dialogue		Poisoned		Silenced		
	Diseased		In Dialogue Store		Poison Weapon		Sleep		